Tyler Sheehan
Game Design Graduate
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Design

- **Designed 10+ digital games and prototypes** and **4 analog games** fully owning design, documentation, and development process.
  - Concept, gameplay mechanics tuning and balancing, level design, progression & economy design, mission design
  - On *Holy Tester*, provided combat ability design and tuning feedback
  - Owned core combat features on personal fan project *Pokemon Throwdown*
- Built movement systems, procedural mesh generation and appraisal, FPS custom gun building, and semi-random RTS map generation using C# and Unreal Blueprints
- Concepted and developed empathy-focused game mechanics for the United Nations based on refugee stories

Highlighted Projects

Resilience (United Nations High Commissioner for Refugees)
Game Designer, UI Designer | 9 months | Team of 21 | Unity
1st-person city builder. Designed and fully owned diegetic UI features. Codesigned narrative systems promoting empathy for NPCs. Design and tune risk-reward economy system. *Best Student Game Award*

Holy Tester
Combat Designer | 3 months | Team of 14 | Unity
3rd person rogue-like beat 'em up. Balanced player ability interactions and fluidity. Assisted programming team in rebuilding procedural level generator. Designed an over-arching player progression system.

Implementation

- Intermediate experience: Unity (5 years), C#;
  Foundational experience: Unreal Engine, GameMaker
- **Used C# to port mobile game from GDevelop to Unity** for expandable game architecture, efficient level development, and iOS builds
- Improved game feel for student projects by implementing feedback features and "juice" effects (camera shake, stun, visual effects)
- **Oversaw playtesting sessions,** analyzed and integrated player feedback
- Used source control (Git, Perforce) and Jira, Shotgrid for productivity

Collaboration

- **Communicated with a multicultural team of 21 developers across 3 time zones** to finish development at the outbreak of the pandemic
- Assistant Program Manager at Entrepreneurial Game Studio. Organized group meetings, including game jams, activities, industry events and speakers, incubator team presentations, and grant organization projects

About

Ambitious game designer looking to make a profound impact on players. I love developing unique systems and inclusive and engaging experiences.

Achievements

Best Student Game Award
Games for Change 2020

Education

B.S – Game Design and Production
Drexel University | Philadelphia, PA

Experience

Game Developer| Aug 2021 - Dec 2021
Ancient Path Adventures

Assistant Program Manager | 2019-2020
Entrepreneurial Game Studio
@ Drexel University

Skills

Engines
Cryengine | GameMaker | GDevelop
Godot | Unity | Unreal Engine

Programming
Blueprints/Visual Scripting | C++ | C#
Lua | Python

Design
LucidChart | Thread | State Machines
Diegetic UI Systems | Combat
Serious/Educational Design |

Productivity
ClickUp | Git (+Jenkins) | Jira | Miro
Shotgrid | Trello

Favorite Games
Overwatch | God of War (2018)
Spiritfarer | Injustice 2
Legends of Runeterra